STORY MAKER

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INTRODUCTION TO STORY MAKER

With *Story Maker,* you become an author and an artist, creating simple storybooks with beautiful graphic images. You can combine words and pictures on any page of your story. Use the keyboard to type in the words that tell your story, and move the mouse, joystick, or KoalaPad™ stylus to draw graphics of your own. You can also choose from *Story Maker*'s gallery of ready-made pictures.

Data Disk

As you create *Story Maker* stories, you'll need to store each page on a disk. *You must make your own data disks.* To do this, refer to Do Disk Work (see page 29 for instructions.)

Sample Stories

To get started using *Story Maker,* look over the sample story screens on page19. These screens will give you some ideas about the types of stories you can create with *Story Maker.* Once you've looked at the sample screens, you may feel ready to jump right in and start creating your own story. If you do, skip ahead to the Make a New Story section (see page 10 for instructions.)

Getting Started

For instructions on loading *Story Maker* into your computer, see the reference card included in your *Story Maker* package.

Using the Menus

Once you've loaded the program disk, a menu will appear. The menu lists several choices. To make a selection, follow these instructions.

1. Move the arrow keys, mouse, joystick, or KoalaPad stylus until your selection is highlighted.

2. Click the button on your cursor controller or press **RETURN.**

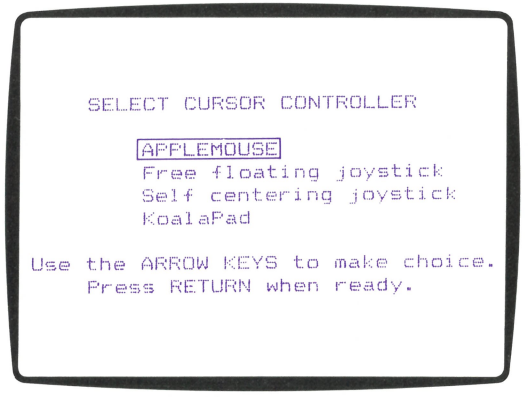
That's all there is to it. All the menus in *Story Maker* work in this same, simple way.

Selecting the Cursor Controller

The first time you load *Story Maker* into the computer, you will see the Select Cursor Controller menu. The cursor controller is an input device that you use to move the *Story Maker* cursor. You must move the cursor to select a picture, to draw, and to indicate where you want to start typing on your story page.

NOTE: Make sure the cursor controller is attached to your computer BEFORE you turn it on. If it is not attached, turn the computer off, attach the cursor controller, and then load the program again.

Story Maker's Select Cursor Controller menu gives you the following controller options: AppleMouse, Free floating joystick, Self centering joystick, or KoalaPad.



When you see the menu, select the cursor controller that you are using. Once you do, *Story Maker* will save this information, the screen will change, and the main Story Maker menu will appear. From now on, when you load *Story Maker* into your computer, it will automatically be set up to use the cursor controller that you just selected. Later, if you load this disk into a computer to which another cursor controller is connected, you will have to go to the Do Disk Work menu and change the cursor controller device (see page 31 in Do Disk Work for instructions).

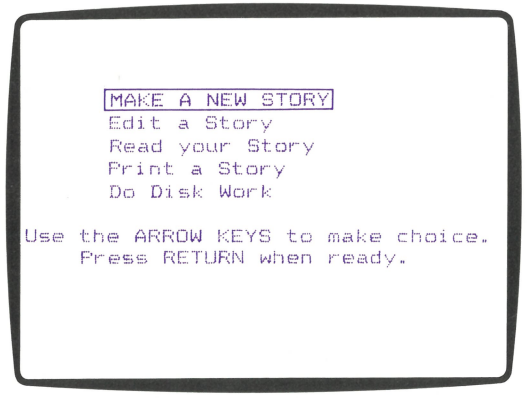
Notes on Using Your Joystick

If you have a joystick attached to your computer but you're not sure if it's self-centering or free-floating, try this test. Move the joystick to one side and let it go. If it bounces back to the center, it's a self-centering joystick. If it remains where you let it go, it's a free-floating joystick.

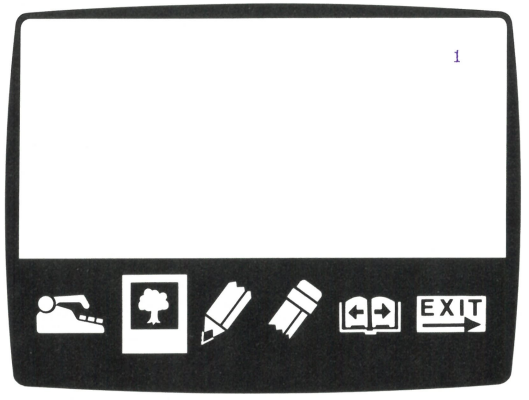
If you are using a self-centering joystick, the cursor on the screen should not move unless you are moving the joystick controller. If the cursor floats by itself on the screen, you should adjust the two dials on the bottom of the joystick. Continue making this adjustment until the cursor remains in one place.

The Story Maker Menu

The Story Maker menu gives you these options: Make a New Story; Edit a Story; Read Your Story; Print a Story; and Do Disk Work.



Writing and illustrating stories is easy with *Story Maker.* Choose Make a New Story from the Story Maker menu. Make sure the Picture Gallery disk is inserted in the drive. Enter a name for your story and press **RETURN.** In a moment, the screen will change. At the bottom of the screen, you'll see a row of symbols. These symbols are called icons, and they represent different features that you can use.



The sections that follow explain what the icons mean, how to select them, and how you can use them to begin writing a story.

What the Icons Mean

As mentioned earlier, the icons represent the different features and functions at your fingertips in *Story Maker.* The list that follows explains what the icons mean and when you would want to choose one.

Click (Select) . . .	when . . .
TYPE	you want to type in the text of your story.
PICTURE	you want to look at the gallery of pictures.
DRAW	you want to draw your own pictures.
ERASE	you want to erase text or pictures.
PAGES	you want to save a page you're finished working on and move to another page, or when you want to clear a page.
EXIT	you are finished with the last page of your story.

How to Select (Click) an Icon

To select an icon, follow the instructions listed below.

1. Move the mouse, joystick, or KoalaPad stylus so that the cursor (the blinking shape on the screen) is on top of the icon you would like to select.

2. Press and release the button on your mouse, joystick, or KoalaPad to make your selection.

From now on, these two steps will be referred to as "clicking." So when you read "Click TYPE," it means to select TYPE by moving the cursor to it, and then pressing and releasing the button on the mouse, joystick, or KoalaPad.

MAKE A NEW STORY

In the Introduction on page 9, you learned what the *Story Maker* icons mean, and how you can select them. This section contains more detailed instructions for using all of *Story Maker*'s features to make a story of your own. Remember, each page can include text that tells the story, graphics that you create, and pictures from *Story Maker*'s gallery.

To create a story:

1. Select Make a New Story from the *Story Maker* menu.

When you do, the computer will remind you to insert the *Story Maker* Picture Gallery disk.

2. Remove the program disk and replace it with the appropriate Picture Gallery disk.

If you're using 64K *Story Maker,* insert the 64K Picture Gallery disk (side 1 of Disk 2). If you're using 128K *Story Maker,* insert the 128K Picture Gallery disk (side 2 of Disk 2). You will not need your program disk again.

3. Type in a name for your story and press **RETURN**. *Story Maker* will bring you to page one of your story.

NOTE: Your story name can be no longer than 13 characters. If you make a mistake while you are typing, use the BACK ARROW key to delete.

Entering Text

To begin typing the text that tells your story, follow the steps listed below.

1. Click TYPE.
2. *Story Maker* provides you with eight different type styles. Click the style that you want from the group that appears at the bottom of the screen.
3. Position the cursor on the story page and click to indicate where you want to begin typing.

If you don't indicate where you want to begin, *Story Maker* will automatically set your starting point at the upper left-hand corner of the screen page or to the position you last typed.

4. Type in your text.

Hints for Planning Each Page

● When you reach the end of a line the program will automatically start your text at the beginning of the next line. However, since *Story Maker* doesn't know where words end, you may end up cutting words in half. One half of the word will stay at the end of the first line, and the other will go to the start of the next line — and the word won't be hyphenated. To avoid this problem, you can:

— look for a shorter word;
— finish the line with the last word that fits and then press **RETURN** (or click the story page) to continue on the next line; or
— hyphenate the last word yourself, and continue on the next line.

● Keep in mind that you can include both your own graphics and ready-made pictures from the *Story Maker* gallery within your story. You may want to plan for this while you are writing. You can:

— reserve part of each page for words, and a separate part for pictures; or
— put your picture background down first and enter the text on top of it.

Correcting Mistakes

If you make mistakes while you are typing, use the BACK ARROW key (←) to correct them. Pressing this key erases the last letter that you typed.

However, if you stop typing and use another function (PICTURE or DRAW, for example), you will not be able to use the BACK ARROW key to make corrections in the text you typed before you switched functions. Instead, you'll have to make the correction by typing over the error. To do this, click TYPE, move the cursor to the text you want to correct, and click. Now type over the old text.

You can erase an entire page using the CLEAR function. See page 25 for information.

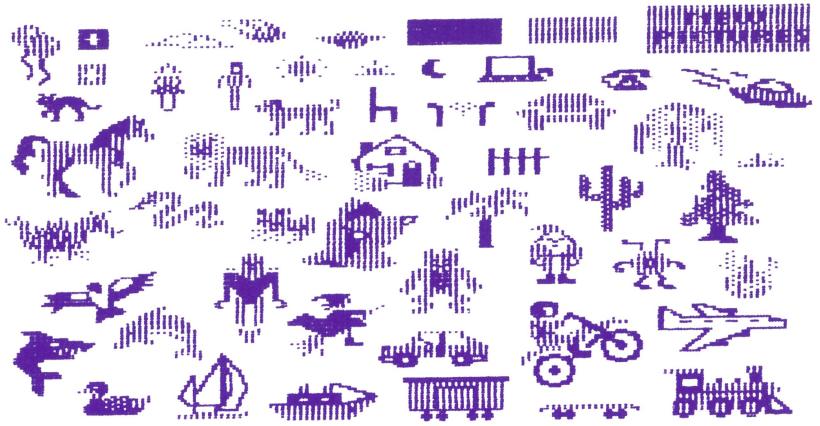
The Picture Gallery

Story Maker provides you with an entire gallery of ready-made shapes and pictures that you can use in your stories. To add these pictures to your stories, make sure the Picture Gallery disk is in the drive, and follow the steps listed below.

1. Click PICTURE.
2. Look at the bottom of the screen. You'll see these words:

GALLERY	FLIP	LARGE
	UNDO	SMALL

3. Click GALLERY. The story page will switch to the gallery screen that displays the pictures you can use in your stories. Note that these pictures are tiny. When they appear on the story page, they will be larger.
4. Click the picture that you would like to use in your story. The program will switch back to the screen page. When this happens, you have four cursors instead of one. These cursors are "carrying" your picture.
5. Move the cursors to the location on the story page where you want the picture to appear and click.



New Pictures

Additional Picture Gallery disks are available for *Story Maker.* If you have one of these disks and want to use the pictures in your story, follow the steps below.

1. Go to the Picture Gallery screen. (To do this, click PICTURE and then GALLERY.) In the corner of this screen, you'll see a box containing the words NEW PICTURES.
2. Insert the new picture disk and then click NEW PICTURES. The screen will change to a new gallery page that displays all the pictures on the new Picture Gallery disk. Now you can illustrate your story using pictures from either Picture Gallery disk.

See your local computer retailer for more information on how to get new Picture Gallery disks.

Stamping Your Pictures

Once you have selected a picture for your story, you can stamp it repeatedly in different locations on your story page. To do this, follow these directions.

1. Choose a picture.
2. Move the cursor to the screen location where you'd like to place the picture first, and click.
3. Move the cursor to a second location and click again. This will "stamp" a copy of the picture at the second location.

You can continue stamping the picture on the screen. You'll find that you can create all sorts of interesting scenes by stamping pictures repeatedly. For example, you may want to design a field of flowers by stamping the patch of grass and a few flowers, or a longer train by stamping the train picture. By stamping "scenery" squares you can create interesting backgrounds for your stories. For more ideas, refer to the Sample Story Screens, pages 19-23.

Flip

Story Maker lets you "flip" any picture you select, so that it faces in the opposite direction. To flip a picture, follow the steps listed below.

1. Place the picture you want to flip onto your story page.
2. Click the FLIP option from the menu at the bottom of the screen.

Undo

If you change your mind about the position of a picture, you can undo the last picture you inserted by clicking UNDO. Once you have removed the picture, you can insert it again. You are still "carrying" the picture and do not have to go back to the gallery again — unless you select another function (TYPE or DRAW) after you UNDO.

Large and Small

Your pictures can appear on the story page in either a large or a small size. Here's how to change their size:

1. Carry a picture to the story page.
2. Click. You'll see the large version of your picture.
3. If you would like to use the small version of the picture, click SMALL from the menu at the bottom of the screen. Now, when you place another picture on your screen page, it will appear in its small size.
4. If you want the next picture to appear in its normal size, click LARGE. Now, when you place the picture on the screen, it will appear in its normal size.

Draw Your Own Pictures

With *Story Maker,* you can also illustrate your story by drawing your own pictures. As you draw, you can use two line widths and 16 different colors or textures. To draw your own pictures, follow the instructions listed below.

1. Click DRAW.

2. Click the line width you want from the bottom of the screen (THICK or THIN). If you don't select a width, *Story Maker* will automatically start with a thin width or the last width that you chose.

3. Click the color you want from the selection at the bottom of the screen. If you don't select a color, *Story Maker* will automatically start with a red color or the last color you chose.

4. Position the cursor and click to indicate where on the story page you would like to start drawing.

5. To draw, hold the button down on your cursor controller while you move the cursor around the screen. You'll leave a colorful line as you go.

Remember, releasing the button is like lifting a pencil off a piece of paper. Pressing the button is like putting the pencil down again.

Erasing

If you make a mistake while you are drawing, you can fix it with *Story Maker*'s eraser. To erase, simply follow the instructions below.

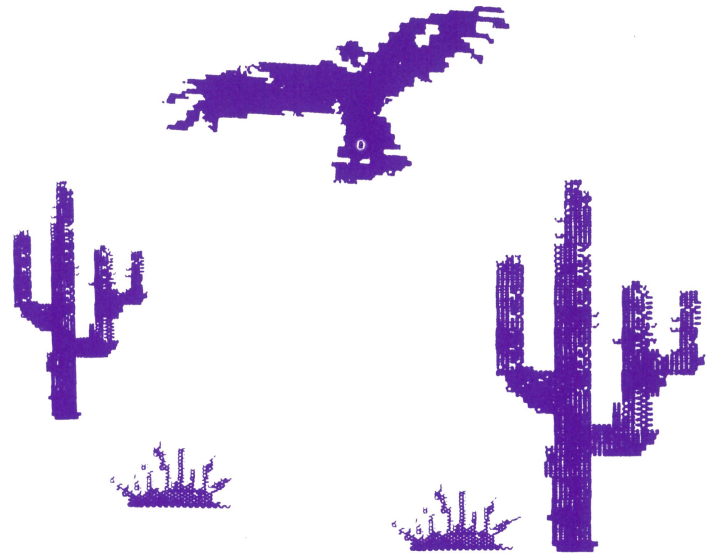
1. Click ERASE. *Story Maker* will automatically set the width of the eraser to THIN or to the last width you chose. If you want to erase using a thicker eraser, click THICK from the bottom of the screen.

2. Move the cursor to the part of the screen that you want to erase.

3. Hold the button down on your cursor controller, and move the cursor over the area you want to erase.

4. Release the button when you are finished erasing.

Be careful when you are erasing. The eraser works on text as well as graphics. You can also erase an entire page using the CLEAR function. See page 25 for information.



Saving a Page

Once you have completed a page and are ready to save it, follow these steps.

With one disk drive:

1. Remove the Picture Gallery disk from the disk drive and replace it with your data disk.
2. Click PAGES. Once you do, several choices will appear at the bottom of the screen: BACK, NEXT, and CLEAR.
3. Click NEXT.

Story Maker will save the page you were just working on, clear the screen, and take you to the next page. To continue working on your story, remove the data disk and replace it with the Picture Gallery disk.

If you forget to insert the Picture Gallery disk or data disk at the right time, *Story Maker* will remind you to do so. When you get this reminder, simply insert the proper disk and click. Then continue with what you were doing.

With two disk drives:

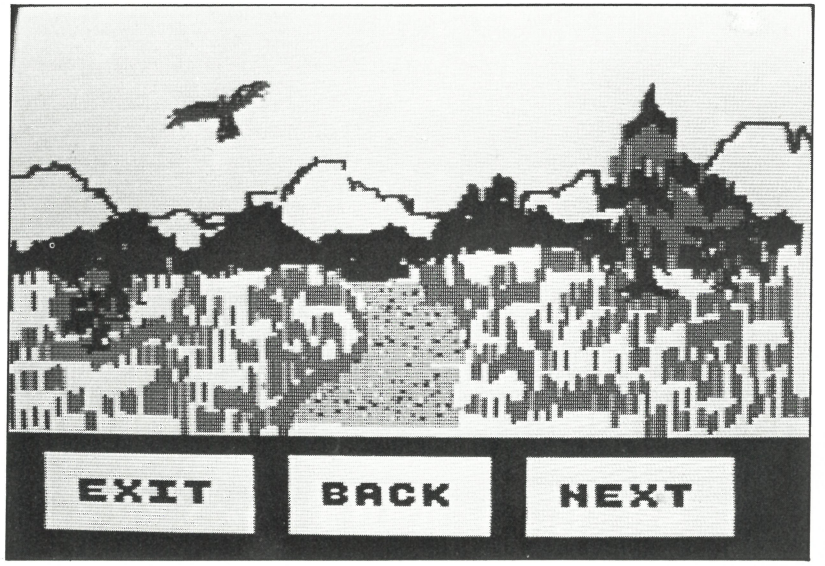
1. Remove the program disk as soon as the *Story Maker* menu appears.
2. Insert the picture disk in one drive and your data disk in the other. (It doesn't matter which drive you use for which disk.)
3. Click PAGES. Once you do, several choices will appear at the bottom of the screen: BACK, NEXT, and CLEAR.
4. Click NEXT.

Story Maker will automatically save the page you were just working on, clear the screen, and take you to the next page. You can start on the next page immediately, and you will not have to worry about switching disks as you work.

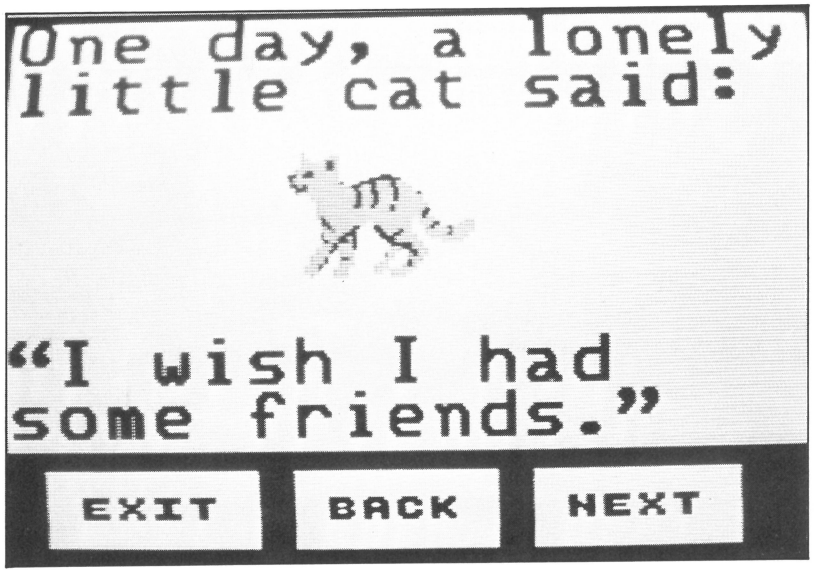
Error Messages

If you get an error message (such as, INSERT DATA DISK or INSERT PICTURE DISK) while you are using *Story Maker,* simply insert the proper disk and click. Then continue with what you were doing.

Sample Story Screens



Story pages can be made up of pictures alone, without any text. This page combines pictures selected from the gallery with drawings you create.



Story Maker stories can use large and small versions of Picture Gallery pictures.

This page was created by stamping small versions of the same picture, and by using the FLIP option.

Choose pictures and type styles to set the mood for your stories.

Create this picture by using the scenery stamps first. Then place individual pictures where you want them.

Length of Stories

A data disk will hold 22 pages of a 64K *Story Maker* story or 12 pages of a 128K *Story Maker* story. For instructions on preparing a new data disk, see Do Disk Work on page 28. If you are planning to write a longer story, break it up into chapters and store them on separately labeled data disks. Eventually, you may want to start a disk library for your *Story Maker* stories.

Exit

When you are finished working on your story, insert your data disk and click EXIT. *Story Maker* will automatically save the last page of your story and return you to the Story Maker menu. At this point, you can edit or read your story. If you have a printer, you can also choose to print your story.

EDIT A STORY

If you would like to edit or change a story that you've already written, follow the steps below.

1. Select Edit a Story from the Story Maker menu. When you do, the computer will remind you to insert the *Story Maker* Picture Gallery disk.
2. Insert the Picture Gallery disk if you have not already done so.
3. Type in the name of the story that you want to edit and press RETURN. *Story Maker* will bring you to a blank page and remind you to insert your data disk.
4. Insert the data disk that contains your story, and click. *Story Maker* will bring you to page one of your story.

If you want to edit another page, simply click PAGES. At the bottom of the screen, you will find the following prompts: CLEAR, BACK, and NEXT. Choose NEXT if you want to continue editing on the following page. Choose BACK if you want to go back and edit the previous page.

Choose CLEAR if you would like to clear the entire page. Make sure that you no longer want the page. Once you clear it, you can't get it back.

5. When you reach the page that you want to edit, go ahead and make changes. You can use all of *Story Maker*'s functions to erase text, type in new text, and add or draw new pictures. Remember, once you change or edit a page and save it (by clicking PAGES), the original page is gone forever.

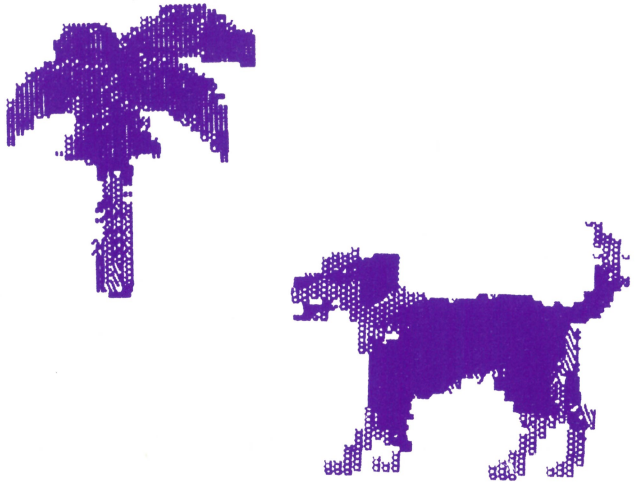
NOTE: To see a listing of stories saved on the data disk, select the List Stories option in Do Disk Work (see page 30).

READ YOUR STORY

To read one of your stories, follow the instructions listed below.

1. Select Read Your Story from the Story Maker menu.
2. Once you complete Step 1, *Story Maker* will remind you to insert the Picture Gallery disk. Insert the Picture Gallery disk if you have not already done so.
3. Type in the name of the story that you want to read and press RETURN. *Story Maker* will bring you to a blank page and remind you to insert your data disk.
4. Insert the data disk that contains your story and click. *Story Maker* will bring you to the first page of your story. At the bottom of the screen, the following options appear: BACK, NEXT, and EXIT. Select NEXT to continue reading on the next page. Select BACK to read the previous page. Click EXIT at any point to stop reading.

NOTE: To see a listing of stories saved on the data disk, select the List Stories option in Do Disk Work (see page 30).



PRINT A STORY

The Print a Story option on the Story Maker menu sends your story to an Epson (with a Grappler™), an ImageWriter, or a Scribe printer. To print your story, follow these steps:

1. Turn on your printer.
2. Select Print a Story from the Story Maker menu.
3. Type in the name of the story that you want to print and press **RETURN**.
4. Next, you'll see a list of the printers you can use with *Story Maker.* Indicate the type of printer you are using.

At this point, if you're using the 64K version of *Story Maker,* insert your Picture Gallery disk in the drive and click.

5. Insert the data disk that contains your story, and click. (To see a listing of stories saved on the data disk, select the List Stories option on page 30 in Do Disk Work.) *Story Maker* will display the page it is going to print. Your story will print one page at a time and may take a few minutes. Wait until it is finished before returning to work on a story.

NOTE: Press **ESC** *at any time to stop the printing process.*

Dip Switch Settings for STORY MAKER

For Apple Imagewriter Printers:

The Imagewriter has two sets of switches, labeled SW1 and SW2. To locate the switches, remove the top of the printer (the part that covers the ribbon cartridge and printer mechanism). Look down and toward the right side of the casing. You should see the switches between the two tracks that guide the ribbon cartridge. Here are the settings.

SWITCH 1: ALL "OPEN" BUT 5 AND 6.
SWITCH 2: ONLY 3 AND 4 SHOULD BE OPEN.

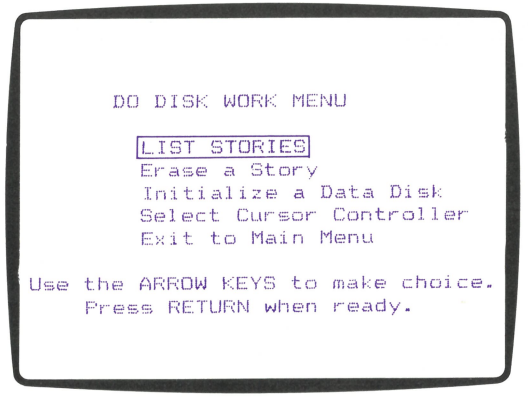
For Epson FX-80 (with grappler plus):

The Epson FX-80 has two sets of switches located underneath a panel on the top-right side of the printer. Here are the correct settings:

	ON	OFF
SWITCH 1:	1, 2, 4, 6, 7, 8	3, 5
SWITCH 2:	1, 2, 3	4

DO DISK WORK

To make a new data disk, list the stories on a data disk, erase a story or change the cursor controller, you must select Do Disk Work from the main menu.



The Do Disk Work menu gives you these choices: Erase a Story, Initialize a Data Disk, Select Cursor Controller, Exit to Main Menu.

Initialize a Data Disk

You must initialize your own data disk before you can create and save your first *Story Maker* story. You can save 22 pages of a 64K *Story Maker* story or 12 pages of a 128K *Story Maker* story on a data disk. You must use the special Initialize a Data Disk feature in the Do Disk Work section to make your own data disks. You can use a blank disk or one that you don't mind erasing. To make a data disk, follow the steps below.

1. Select Do Disk Work from the Story Maker menu.
2. Select Initialize a Data Disk from the Do Disk Work menu. *Story Maker* will remind you to put the disk to be initialized in the disk drive. Be sure that this disk does not contain any information that you will need. Once you have initialized this disk, any information previously stored on it will be erased.
3. When *Story Maker* asks "Do you want to go ahead (Y/N)?", type Y if you want to initialize the disk now in the drive. Type N if you don't want to erase that disk.

List Stories

To see a listing of stories contained on a certain data disk, insert your data disk in the drive and select List Stories from the Do Disk Work menu. A list of the stories saved on the data disk will appear on the screen. If the story you want is not on this data disk, insert another data disk and repeat this process.

Erase a Story

To erase a story from a data disk, follow the steps listed below.

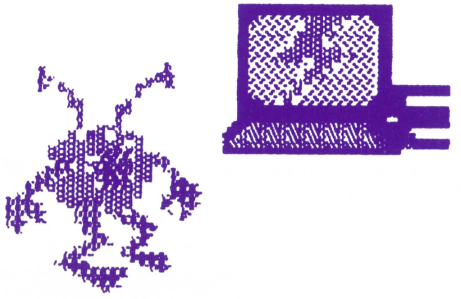
1. Select Erase a Story from the Do Disk Work menu.
2. Insert the data disk containing the story you want to erase in the disk drive.
3. When *Story Maker* asks, type in the name of the story that you want to erase and press **RETURN.** But be sure of your choice. Once you have erased a story, you can't get it back.

Select Cursor Controller

The first time you loaded *Story Maker,* you indicated which cursor-controlling device you were using from these options: AppleMouse, Self-centering joystick, Free-floating joystick, or the KoalaPad. If you load *Story Maker* into a computer to which another cursor controller is attached, you'll have to indicate that you want to change the device you're using. To change the cursor controller, insert the program disk and follow these instructions.

1. Choose Select Cursor Controller from the Do Disk Work menu.
2. When the Select Cursor Controller menu appears, select the device that you are using.
3. *Story Maker* will save this information. If you switch to another device at a later time, you'll have to return to the Select Cursor Controller option in Do Disk Work and indicate which device you are using.

NOTE: If you have a joystick attached to your computer but you're not sure if it's self-centering or free-floating, try this test. Move the joystick to one side and let it go. If it bounces back to the center, it's a self-centering joystick. If it remains where you let it go, it's a free-floating joystick.



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